

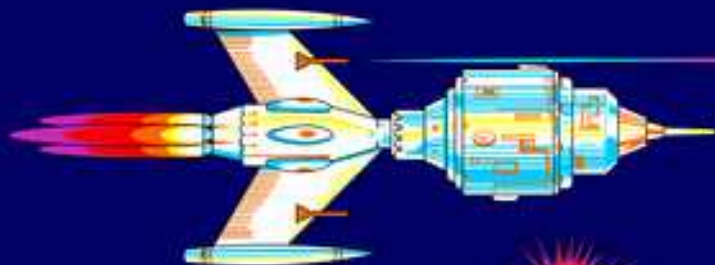
**COLLECTOR  
VISION  
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Guide No. 099164

CARTRIDGE  
INSTRUCTIONS

# CAVERN FIGHTER

by **BLIZZARD ADVENTURES**



Guide your spacecraft across the scrolling terrain, battling obstacles along the way into the heart of the enemy base.

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## GAME DESCRIPTION

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Watch out for that next mountain! Maneuver your ship over a rough terrain in an effort to destroy the enemy base. Careful piloting alone won't get you to your destination...

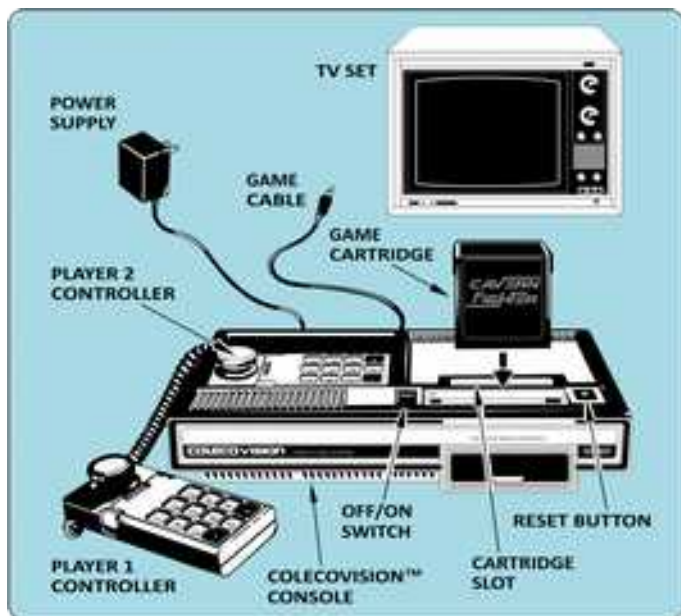
You must brave rockets, UFOs and some very tight tunnels.

Few people have ever seen the enemy base, let alone destroy it. Will you be one of the select few?

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## GETTING READY TO PLAY

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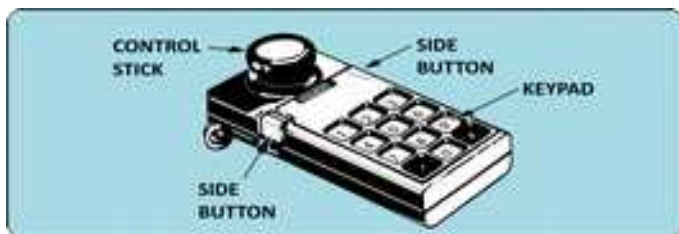
- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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The Control Stick lets you control the ship's height. Push it up and down to control how high you are flying. By moving it right and left, you can move forward or backward. You cannot move any further forward than the middle of the screen or any further back than the left side of the screen.

Press any Side Button to fire missiles and drop bombs.

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## HERE'S HOW TO PLAY

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After selecting game mode (easy, normal, hard), press fire and your ship will immediately come into view and the landscape of the first part of the journey will begin moving beneath you.

Use your Control Stick to maneuver your ship across the terrain, avoiding the mountains and other obstacles.

If you are successful in piloting through that section of the terrain, you will immediately fly to the next, more difficult part of the planet.

If you successfully travel through all stages, you will eventually reach the enemy base.

### **Stage 1: The Mountains**

Fly over a mountainous terrain, destroying obstacles. Maneuver carefully... surface-to-air missiles will be constantly released.

## **Stage 2: The Cavern**

Weave your way through a treacherous cavern. Be sure to avoid the floor and ceiling while also avoiding or destroying the UFOs.

## **Stage 3: The Asteroids**

Careful piloting is required to survive this stage. Asteroids are speeding toward you and your bullets and missiles have no effect on them – you can only try to avoid this danger.

## **Stage 4: The City**

Climb high over the walls of the city. Watch carefully because missiles hidden in silos may take off and destroy you at any moment.

## **Stage 5: The Maze**

The tight maze requires absolute precision to survive.

## **Stage 6: The Enemy Base**

Your only objective is to bomb the enemy base. This stage will repeat until base is successfully destroyed.

The fuel gauge is at the top of the screen. Each of your ships will start with a full tank and you can add fuel by destroying the fuel tanks with bombs or missiles. If you do run out of fuel, your ship will crash.

If you collide with the landscape or any obstacle, you will lose one ship. You will automatically return to the beginning of the stage you were on.

Once the enemy base is hit, you will start again to stage one.

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## SCORING

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Missile  
50 – 150 points



Fuel  
50 points



Base  
100 – 400 points



UFO  
150 points

When destroying the final base, you get 5000 points.

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Cavern Fighter™, but it is only the beginning! You will find that this cartridge is full of special features that make Cavern Fighter™ exciting every time you play. Experiment with different techniques and enjoy the game!

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# CREDITS

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Cavern Fighter ©1991-2020 Electric Adventures.

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Programmed by Tony Cruise

Box and manual by Vincent Godefroy.

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